

# Oenghus Lightfoot



Level **I**  
 Theme **Technomantic**  
 Class **Ranger**  
 Build **Who wields heavy blades**

## Backstory

Your clan elders saw your early talent in crafting, so they sent you to study a prestigious Dratharcian academy. But the travel through mountain passes and desert to get to the academy awoke in you a wanderlust that you couldn't ignore. You'll never be the scholar your elders hoped for, but you've found your weald on the road, with every day a new adventure and test of your skills.

## In Combat

**Strategy:** You are a striker; your job is to kill the enemy., Focus on doing big damage, all the time.

**Tactics:** Use your longbow if you're more than a 6 hexes away, or to begin a really tough fight with Rattling Shot, but otherwise use your more powerful urgrosh double axe. Try to gain combat advantage by flanking with an ally if you can.

## Out of Combat

**Roles:** You excel as a scout and crafter

## Skills

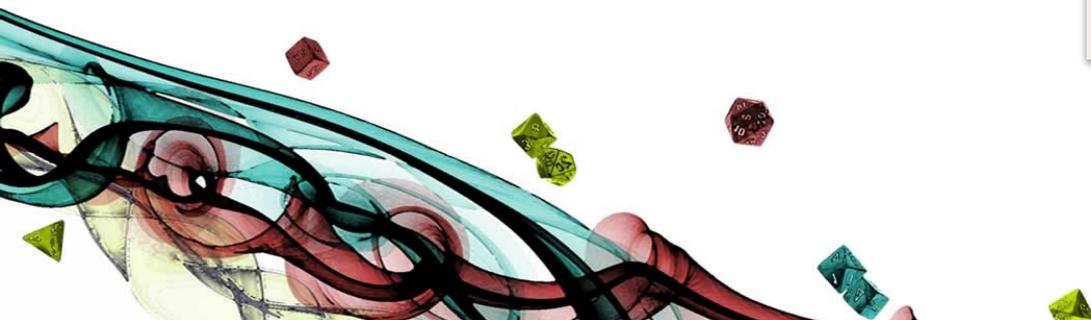
### Skills

+0	Arcana
+0	Analysis
+5	Athletics
+9	Craft
+9	Coordination
-1	Culture
-1	Deception
-1	Discipline
+0	Engineering
+2	Healing
+0	History
-1	Influence
+7	Insight
+5	Monsters
+7	Nature
+4	Perceive
-1	Perform
+0	Planes
+2	Religion
+9	Stealth

**Danger Sense:** +2 to perception when trying to identify traps, hazardous terrain, and ambushes.

**Thousand Yard Stare:** +2 to Influence when trying to intimidate someone.

**Master Tinker:** Create magical and alchemical items up to level 3.



 Initiative +5

AP

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Use an Action Point

*Do more than you thought possible.*  
**Effect:** Do your choice of:

- Take an extra large action
- Gain 4 surges
- Reroll your recharge roll

Ready an Action

*Dig deep to find an extra burst of vitality.*  
**Effect:** Choose one action you can take. Until the end of the round, treat the action as if it were an Immediate Reaction with a specific trigger you define.

Notes

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 Defense

+11 AC  
 +2 For  
 +7 Ref  
 +2 Wil

Total Defense

*Focus on properly defending yourself*  
**Effect:** Gain +2 to all defenses until the start of your next turn.

 Speed 6

Basic Movement

*Move around the battlefield.*  
**Effect:** Do your choice of:

- Step for 6 hexes.
- Shift for 1 hex.
- Run for 8 hexes.

Levitation Belt 4

*Your belt gives you the power of flight! Sometimes.*  
**Effect:** Fly up to 5 hexes and hover there until the end of your next turn. You have an altitude limit of 4, but if some effect causes you to exceed this limit, you descend to 4 immediately afterwards. When this flight ends, you descend to the ground, taking no falling damage.

 Health

HP (Max 27)

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Surges (Max 6, value 6)

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Second Wind 4

*Dig deep to find an extra burst of vitality.*  
**Effect:** Use a healing surge and regain 6 HP. Gain a +2 bonus to all defenses until the start of your next turn.

Buffs & Conditions

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## Attacks

**Prime Shot:** Gain a +1 bonus to ranged attack rolls against a target if none of your allies are nearer to it than you are.

**Long Range:** Target up to Ranged 30 with your  powers if you take a -2 penalty to attack.

## Hunter's Quarry T

**Effect:** Declare the nearest enemy in your line of sight as your quarry. Once per round, when you hit your Hunter's Quarry with a martial attack, the attack deals 1d6 extra damage. If you can make multiple attacks in a round, you decide which attack to apply the extra damage to after all the attacks are rolled.

## Opportunity Attack T

*Don't hesitate when your foe gives you an opening.*

**Target:** 1 creature in Melee 1  
**Attack:** +3 vs . AC  
**Hit:** 1d12 + 1 damage.  
**Crit:** 13 damage.



## Basic Longbow

*Use the simplest of longbow attacks.*

**Target:** 1 in Ranged 15  
**Attack:** +7 vs . AC  
**Hit:** 1d10 + 5 damage.  
**Crit:** 15 damage.



## Twin Shot

*Two arrows from your bow at the same time. Like a boss.*

**Target:** 1-2 creatures in Ranged 15  
**Attack:** +7 vs . AC, two attacks  
**Hit:** 1d10 damage per attack  
**Crit:** 10 per attack



## Rattling Shot 8

*Launch a shot rattles your foe with each attack you make.*

**Target:** 1 designated as your quarry in Ranged 15  
**Attack:** +7 vs . AC  
**Hit:** 3d10 + 5 damage.  
**Crit:** 35 damage.  
**Miss:** Half damage.  
**Effect:** While target is your quarry, your melee attacks against it deal 4 extra damage.



## Whirler R

*Follow through an excellent hit with a whirling swipe.*

**Trigger:** Crit with an at-will melee attack  
**Target:** the target of the critical  
**Attack:** +3 vs AC  
**Hit:** 1d6+1 damage  
**Crit:** 7 damage



## Basic Axe

*Use the simplest of axe attacks.*

**Target:** 1 creature in Melee 1  
**Attack:** +3 vs . AC  
**Hit:** 1d12 + 1 damage.  
**Crit:** 19 damage



## Twin Strike

*Strike so quickly, your blade seems to double.*

**Target:** 1-2 creatures in Melee 1  
**Attack:** +7 vs . AC, two attacks  
**Hit:** 1d12 damage, 1d6 damage  
**Crit:** 12 damage, 6 damage



## Marauder's Rush

*Rush forward, trusting instinct to guide your attack.*

**Target:** 1 creature in Melee 1  
**Attack:** +7 vs . AC  
**Hit:** 1d12 + 7 damage.  
**Crit:** (19-20): 19 damage



## Charge

*Rush forward, trusting instinct to guide your attack.*

**Effect:** Move up to your speed  
**Target:** 1 creature in Melee 1  
**Attack:** +8 vs . AC  
**Hit:** 1d12 + 7 damage or 2d12 + 7 damage with combat advantage.  
**Crit:** (19-20): 19 damage or 31 with combat advantage.



## Rattling Shot 4

*Slash your enemies to pieces as they surround you.*

**Target:** Each enemy in Close burst 1  
**Attack:** +7 vs AC  
**Hit:** 1d12 + 5 damage.  
**Crit:** 17 damage

